1. **Assessment of the attractiveness of legal offer, both online and land-based gambling, and their comparison with other EU countries**
    - What gaming products are on the market, under what conditions are they operated, what are the conditions in other countries.
    - Conditions for participation in the game (complexity of registration, identification, range of game limits and their possible increase especially in gambling establishments and other restrictions).
    - What impact would the expansion of supply and its adaptation to standards from other EU countries have.
    - Tax burden
    - Change of the behaviour of players – their decrease in land-based and the reasons for shifting to other types of gambling games or ways of operation.
    - Bonuses – comparison with foreign regulations; Does the bonus regulation follow the current trends or are they unreasonably restricted in too complex a way? Answering the question of whether the current bonus attitude really affects the most problematic bonuses on the legal market and has a targeted addictologic effect.

2. **Stability and legal certainty**
    - Currently the biggest problem of domestic regulation, for example at the land-based level, is virtually zero legal certainty, thanks to the possibility of modification of the regulation using generally binding decrees
    - Assessment of the impact of increasing environmental stability on tax revenues or levels of operation (e.g., enhancing the quality and level of gambling premises).
    - In this case, there should also be a comparison with other European Union countries, not only in relation to the land-based gambling games, but also to the online gambling games.

3. **Assessment of the impact of illegal operation on legal operators**
    - Tax outage caused by illegal operation
    - Assessment of the legal status of supervisory authorities in sanctioning illegal gambling, such as quiz machines, and their legislative changes in the framework of basic definitions of the GA and, in the case of illegal internet operation, the issue of enforceability from companies with registered offices overseas.
    - Effects of illegal operation on behaviour and protection of players.
    - Taking into consideration the principle that the more operators are in the legal environment, the lower the costs of combating illegal gambling.

4. **Law enforcement by public authorities and the regulation system**
    - Assessment of the method which modifies the licensing procedure and the exercise of state supervision over gambling operation.
    - What are the strengths and weaknesses of this modification.
    - Which models are applied abroad; Which models work, and which do not? Can we draw suggestions to improve domestic regulation from these models?

5. **Setting the dialogue between the regulator, supervisory authorities and the market**
    - Assessing what models of communication between the public administration and the gambling market work abroad and whether there are legal or other tools that could apply such models in the Czech Republic?

6. **Trends in regulation and new products and technologies**
    - Trends that are already normally regulated abroad and which current regulation either does not remember or regulates in a less appropriate method include e-sports, fantasy sports, live dealer games, card games in technical game, the use of blockchain technology or cryptocurrency in the operation of gambling, the use of AI (artificial intelligence) in the operation of gambling.

7. **Application of the principle of proportionality in the regulation of gambling**
    - Answering the question of whether the current gambling regulation goes beyond what is really necessary? Inclusion of an assessment with regards to the social impacts of other regulated similar areas - alcohol or tobacco?

8. **Taking into consideration players' opinion on the current regulation**
    - Make a survey among players about how they perceive the regulation and the control by the state, e.g. registration, self-limiting measures, net loss indicator, establishing gaming plan to protect consumers (e.g. user account settlement), restrict the offer of gambling games versus foreign trends, adapting foreign products to the Czech conditions and the resulting unattractiveness etc.
    - Through such a survey, it would be possible to get players' information about what they lack in the regulation? For example, would they really want more protection from the state or, on the contrary, less regulation and more own "freedom and decision-making" in gambling participation?

9. **Self-regulation of the gambling market**
    - Where there is room for self-regulation by the business and where there is no need for state regulation (typically e.g. advertising codes like in the UK, etc.).

10. **Use of self-limiting measures**
    - Within the "consumer" dedicated section of the structure, it would be appropriate, in our opinion, to complete the analysis that would assess, which self-limiting measures are actually used and to what extent, i.e. whether there is currently too may SLMs and whether they have any impact at all on preventing and stopping risky gambling.